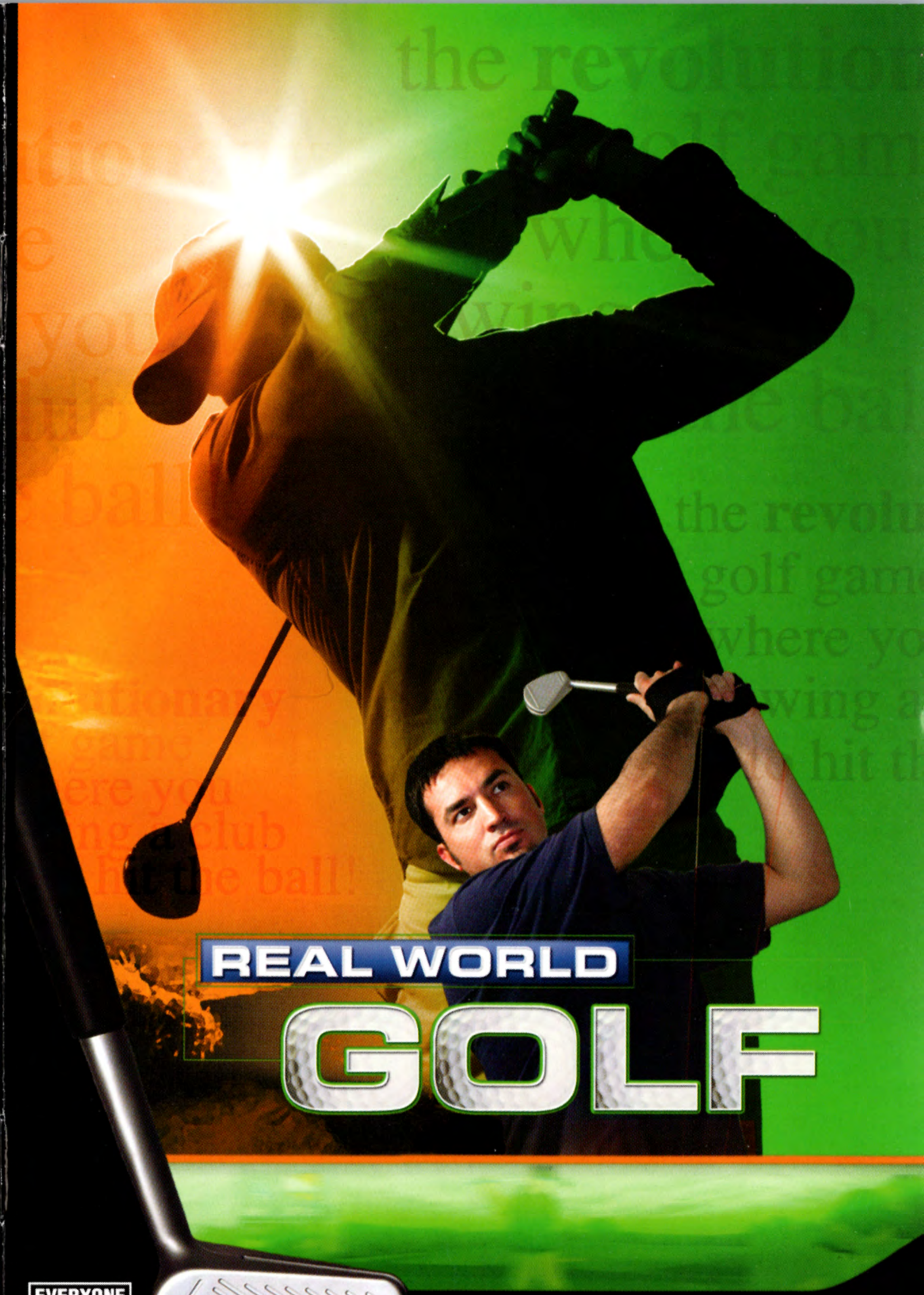
REAL WORLD GOLF



EVERYONE

CONTENT RATED BY ESRB

GAMETRAK™ SYSTEM REQUIRED

VALCON GAMES

WARNING:
READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

REAL WORLD GOLF™

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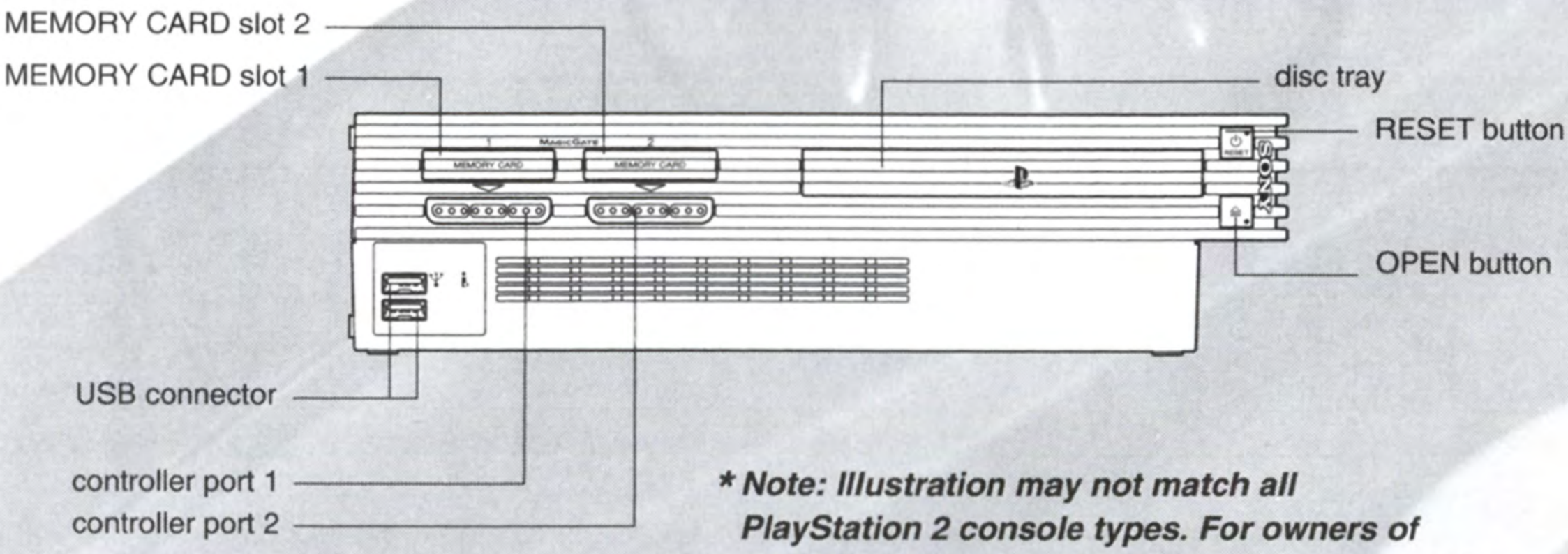
GETTING STARTED



Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Real World Golf disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

memory card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

CONNECTING THE GAMETRAK

Holding the USB connector for the Gametrak device with the USB mark facing up, securely insert the connector into either USB connector on the front of the PlayStation®2 system.

On the front of the GameTrak, route the Foot Pedal through the recess underneath the Gametrak Unit.

NOTE: The controller will not work for this game. You may select menu options using the Gametrak.

Place the Gametrak unit on the floor

Attach the Trak Gloves to your Gametrak Unit (Trak gloves are labelled inside L-Left and R-Right

Put on your Trak Gloves, and connect them to the Gametrak Unit

Stand behind your Gametrak unit, with your feet either side of the foot pedal.

NOTE: Real World Golf does not support any form of digital controller or DUALSHOCK®2 analog controller

INTRODUCTION

Real World Golf is the ultimate home golfing experience, thanks to the Gametrak™ USB 3D Motion Capture System.

Real World Golf is the complete golfing simulation. Enjoy ten stunning international 18-hole courses, accompanied by an experienced caddy who's full of good advice. Those who lack stamina can play 9 holes at a time, or, for those with true staying power, there is the chance to take part in tournaments of up to 72 holes.

Multiplayer golf is available for 2-4 players in either strokeplay or matchplay formats and, if you fancy something a little bit more lighthearted, there are five party golf games to keep you amused.

Finally, Real World Golf has a golfing academy, complete with driving range, approach and putting greens and an on-site golf pro to talk you through the basics and help you develop more advanced techniques.

Now, put your Trak Gloves on and take a good swing, let's see what you're made of....

MENU CONTROLS

The numerous features of Real World Golf are accessed by a simple menu system.

Menu features available for selection at any time are shown along the Menu Bar in the middle of the screen as a series of icons. The icon currently highlighted for selection is always positioned in the middle of the Menu Bar.

When your left and right hands are held at the same height, the menu control system will not move. To change the icon currently highlighted, you must raise your left or right hand - this will scroll the icon list along the menu bar either to the left or the right.

Once you are happy that the highlighted icon in the center of the Menu Bar is the one that you wish to select, press the Foot Mat to select it.

Move Menu Left	**Raise Left Hand**
Move Menu Right	**Raise Right Hand**
Select Option	**Press Foot Pedal**

From the Main Menu you can select every main option within Real World Golf. These are: **Create Player, Academy, Round, Tournament, Party Golf, Options** and **Continue Save Game** (if you have one).

CREATE PLAYER

When you first start up the game this menu is automatically accessed. It can be accessed at other times from the Main Menu.

In order to play Real World Golf, you need to create a 'Player' - this stores your details such as handicap, swing type and height. Please put on the Trak Gloves and clip them into the Gametrak unit, then keep an eye on what is happening on-screen and follow the instructions given to you:

1. First, choose an onscreen character to represent you in the game.
2. Then, stand close to the Gametrak with your hands on your head for a short period of time so that we can measure your height.
3. Next, enter whether you have a right or left-handed swing.
4. Finally, enter a three letter name that will be saved with this configuration.

Once created, your Player can be used in any of the different game modes.

HANDICAPS

Each Player you create is stored with a golfing handicap. A handicap is a number between 0 and 28 used to express the quality of a Player; the lower the handicap the better the Player.

All newly created Players in Real World Golf start with a handicap of 28 and, as you play Rounds and Tournaments with them, their handicaps will be adjusted to reflect the quality of their performances.

The ultimate achievement with any Player created in Real World Golf is to achieve a handicap of 0.

NOTE: Handicaps are not used in Pitch and Putt mode.

SAVING AND LOADING

To save your Player's settings and progress, a memory card (8MB)(for PlayStation®2) must be inserted into a memory card slot of the console before starting play.

It is advised that you do not insert or remove accessories or memory card (8MB)(for PlayStation®2) once the power is turned on. Make sure there is enough free space on your memory card (8MB)(for PlayStation®2) before commencing play.

ACADEMY

This is where you get to learn and practice the basic golfing techniques that you will need to master before you venture onto the course.

TUTORIAL

A series of 5 lessons complete with a video tutorial that take you through the basics of how to play Real World Golf, along with some more advanced techniques. It is strongly recommended that all first-time players go through the tutorial.

DRIVING RANGE

Hone your swing on the range. Try to hit the ball as far as you can, but leave your putter at home.

APPROACH SHOTS

Time to practice chipping onto the green with your approach clubs - 6, 7, 8 & 9 irons, pitching, sand & lofted wedges. Try to get the ball as close to the flag as possible.

PUTTING GREEN

Here you can practice your putting stroke. Remember to keep a good line and length, and try to get the ball in, or as close as possible, to the hole.

ROUND

You can play a round with between 1 and 4 human or computer-controlled players. Choose to play the full 18 holes or just the front or back 9 on one of our spectacular courses.

STROKEPLAY

This is the most commonly played type of golf. Each player tries to complete all holes in as few strokes as possible. If more than one player is in the game, the winner is the player who takes the fewest strokes to complete all of the holes.

MATCHPLAY

This type of game is for two players only. Players compete to try to win each hole individually, by completing it in fewer strokes than their competitors. This time, the player who wins the most holes wins the match.

When you first load up Real World Golf, some of the courses will be locked.

On certain courses, during a round of 18 hole strokeplay, you can unlock these hidden courses by finishing within the target 'unlock' score displayed in the center of the scorecard.

The score used to determine whether you have achieved the 'unlock score' is the actual number of shots you hit over the 18 holes of the course (before any handicap is applied).

STABLEFORD:

Compete against opponents for points in this authentic play mode where your scores are directly determined by your handicap: 4 points for a net albatross, 3 points for a net birdie, 2 points for net par, and 1 point for a net bogey.

PITCH AND PUTT:

If you are short of time or need to hone your short game, try one of the various Pitch and Putt courses.

QUICK 9 HOLES:

Need an extra challenge? Hate the hazards? Try playing the 9-hole courses of Sandy Challenge, Wet N' Windy, and Woody Wonder!

TOURNAMENT

The ultimate challenge mode in Real World Golf. In tournament mode, you must compete against a number of computer-controlled opponents, to try to achieve the lowest cumulative strokeplay score over four complete 18-hole rounds.

To make the task even harder, after two rounds "the cut" takes place, reducing the number of players in the next round. If you make the cut, and go on to win the tournament after four rounds, you will be rewarded with trophies for each tournament.

PARTY GOLF

Party Golf is a selection of fun, golf-based games to be played by up to 4 human or computer controlled players.

TARGETS

Score points by landing your balls inside the targets. The further away the targets are and the closer you are to the centre, the more points you score.

HOOPS

Score points by playing your balls through the floating hoops, gain bonuses by stringing successful shots together.

DARTS - ROUND THE CLOCK

Score points by hitting the numbered areas of the dartboard in succession, 1 through to 16 and the bullseye, the less darts you take the higher you score.

DARTS - 301

You begin this game with 301 points. The number of points you hit are subtracted from your total. The goal is to reach zero points.

SMASHING FUN

Score points by hitting your ball at anything in sight that can be smashed.

When you first load up Real World Golf, some of the Party Golf games will be locked.
If you see an 'unlock' target score in the top right hand corner of the screen during a Party Golf game and your own score exceeds the target score then you will unlock one of the hidden Party Golf games.

CHOOSING PLAYERS

Each time you start a new game, you will be asked to select the number of players for that game. You can choose from any of the the human-controlled Players you have created and the computer-controlled opponents that are available.

In multiplayer games, after you have selected all players, you will be given the opportunity to select the type of clubs assigned to each player and temporarily to adjust each player's handicap before continuing with the game.

CLUB SELECTION

In Real World Golf, the clubs you use represent the difficulty level of the game. You can change the clubs you are using at the start of each new game.

Amateur Clubs are ideal for new players - they tend to hit the ball quite straight, making it less likely that you will accidentally hook or slice the ball. However, amateur clubs lack power, and so skilled players may choose a more advanced club to allow them to hit longer shots.

Pro Clubs can hit the ball a very long way but, unless you have great control and a steady swing, it is easy to hit the ball off line by hooking or slicing the ball.

Semi Pro Clubs hit the ball a reasonably long way and have a moderate amount of hook and slice if a shot is not hit correctly.

TEMPORARY HANDICAP ADJUSTMENT

When playing, in multiplayer mode, with players of differing abilities, some players may prefer to even the balance temporarily by adjusting their handicaps either up or down. These adjustments can only be used in strokeplay, matchplay and stableford rounds for 2 - 4 players. After the game, the temporary handicap adjustments will not be stored with the player. Instead, he or she will revert back to his or her real handicap as soon as that game has been completed.

OPTIONS

This menu allows you to change various game options:

SOUND OPTIONS

Allows you to chose ambiance, special effects, music and speech

CREDITS

View Credits

PLAYER STATS

View player scores, courses and stats

CONTINUE SAVE GAME

This option will continue whichever game mode you were in last time you saved.

GAME CONTROLS

The best way to learn how to play Real World Golf is to run through the tutorials provided in the Academy section. This will show you how to stand, how to grip your club, how to aim and swing, before giving you more advanced lessons to help you to perfect your game. The tutorials are to be found under the 'Academy' menu.

No matter which game mode you are playing in Real World Golf when you are out on the course with a club in your hand, the controls are exactly the same:

STANCE

No matter which way you are facing the TV screen you must always stand with your feet just behind and either side of the Gametrak so that when you have the Trak Gloves on and you put your hands together to play a shot, the strings are pointing almost directly downwards from your wrists towards the black pods on either side of the Gametrak.

AIMING SHOTS

If you want to aim your shot more to the right raise your right arm. If you want to aim your shot more to your left, raise your left arm. Please note that, once you are on the green, putting is aimed automatically, allowing you to focus on getting just the right speed and momentum for that all-important putt.

VIEWING THE GREEN

To get a good view of the path to the green when you are out on the course, hold your hands together and push them upwards and forwards - as if you are about to dive, or to fly off in the style of a golfing superhero. The camera will then zoom towards the hole.

OPTIONS (IN-GAME)

The in-game 'Options' menu is available whenever the "Options" command is indicated beneath the foot pedal icon in the bottom right hand corner of the screen.

CHANGING CLUBS

This is the default option in the 'Options' menu, and allows you to change your club.

During Approach shots, your choice of clubs is limited to 6, 7, 8 & 9 irons, pitching, sand and lofted wedges. When putting, you are unable to change clubs.

CURRENT PLAYER

The current player is always indicated by the name in the lowest box in the top left hand corner of the screen.

In some Party Golf game modes, a number of balls in this box also indicates the number of shots that the player has left for that go.

In multiplayer modes, whenever the current player changes, the new player must put on the trak gloves and get ready to play. When he or she is ready, they must press the foot pedal once before resuming play.

WOOD, IRON AND WEDGE SHOTS

To take a shot, simply put your hands together and swing in classic golfing fashion bringing your hands back and up until they are level with your back shoulder in a backswing before swinging forwards again and continuing your swing forwards until your hands have passed back over the Gametrak and are up in front of your front shoulder.

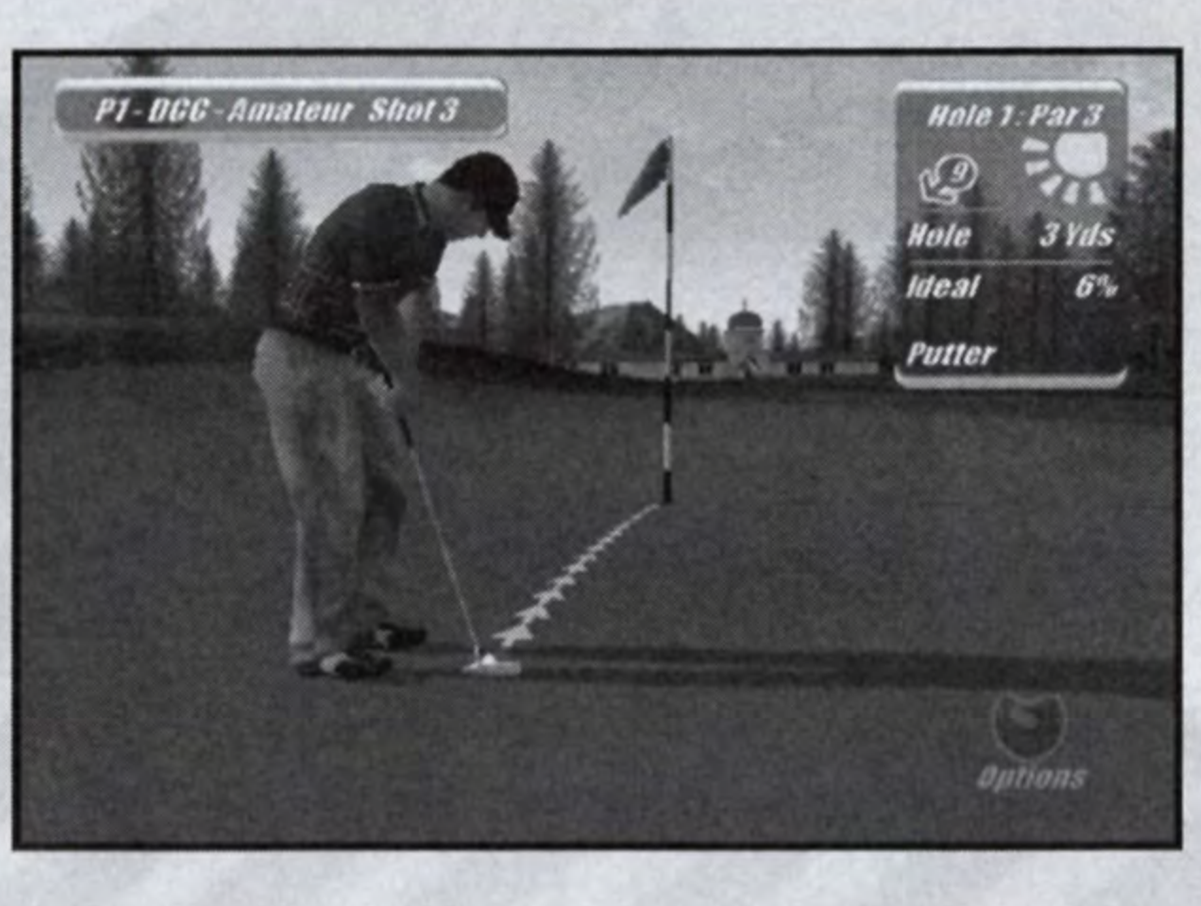
Once you have mastered the arc of the swing you can try increasing the speed of the swing for a little bit of extra power.

For Approach Shots you will often need to reduce the power of your swing in order to match the ideal % shown on screen. To reduce the power of your swing simply reduce the overall arc of this swing by bringing your hands slightly lower on the backswing.

PUTTING

Putting is auto-aimed in Real World Golf and it is your job to try and get the weight of the putt right by trying to match the ideal % power shown on screen.

The putting stroke is similar to the other golf shots except that the swing is flatter and more delicate. To putt in Real World Golf put your hands together and bring your hands and arms back in a straight line past your back foot in a pendulum motion hanging down from your shoulders before swinging back again across the Gametrak towards your front foot.



PRACTICE PUTT

To practice your putting stroke, you must press the Foot Mat while the "Practice" command is indicated beneath the Foot Mat icon in the bottom left hand corner of the screen. Alternatively, you can select 'Practice' from Options Menu.

When you are in this mode, each time you swing the club in a flat putting motion, you will be shown the % power of the shot you have just played.

When you are happy that you have practiced your stroke enough press the foot pedal again to play the shot for real.

ON-SCREEN INFORMATION

There are a number of indicators on screen in Real World Golf to help you to assess the shots you are taking.

PRE-SHOT INFORMATION

LIE & CURRENT CLUB MAXIMUM DISTANCE

In the bottom right hand corner of the screen is a picture of the current lie of the ball with your currently selected club positioned behind it. Above this is the name of the current club selected and a distance indicating the maximum distance that this club can be hit. This writing should be in white to indicate optimum conditions for using this club at this time. If this writing is yellow then it is a warning that the contact with the ball may not be perfect with this club unless your technique is perfect. If the writing is orange then the warning is even more severe and, if it is red, then you are well-advised to change your club as it is highly unlikely you would play a good shot with the currently selected one.

IDEAL %

This figure indicates the Ideal Swing or Strokepower needed to get the ball in or near to the hole or flag assuming that the weather is ideal and there is no possible bad contact warning indicated for the club selected.

APPROACH SHOT WEIGHT INDICATORS

These values indicate the % needed to pitch on the front and the back of the green from your current position, assuming that the weather is ideal and there is no possible bad contact warning indicated for the club selected.

DISTANCE TO HOLE

This figure positioned just above the hole map indicates the distance left between the ball and the hole or flag.

WEATHER

These two indicators appear to the top right of the screen and show the power and direction of any wind and the current weather conditions. Both of these factors can affect the flight, bounce and run of the ball.

WEATHER

DISTANCE TO HOLE

APPROACH SHOT WEIGHT INDICATORS

POST-SHOT INFORMATION

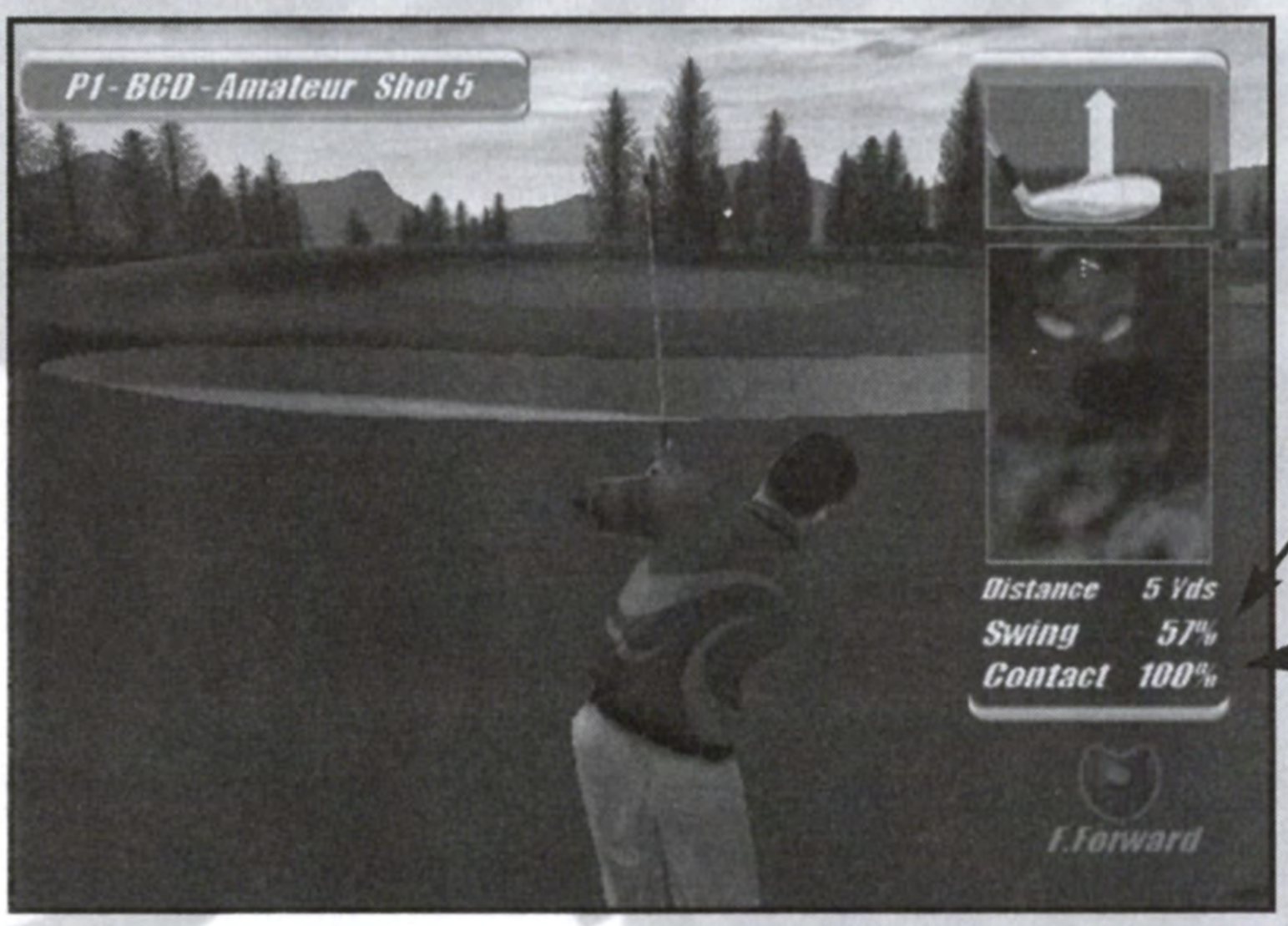
CONTACT ON BALL

In the top right-hand corner of the screen is a picture of the club head showing the part of the club head which made contact with the ball on the previous shot.

The arrow indicates the direction in which the ball traveled after contact was made. There is also a figure just below this indicating how clean the contact with the ball actually was, if this figure is low then a lot of the power on the shot will have been lost.

POWER %

This figure indicates the actual power of the swing or stroke registered in the previous shot.



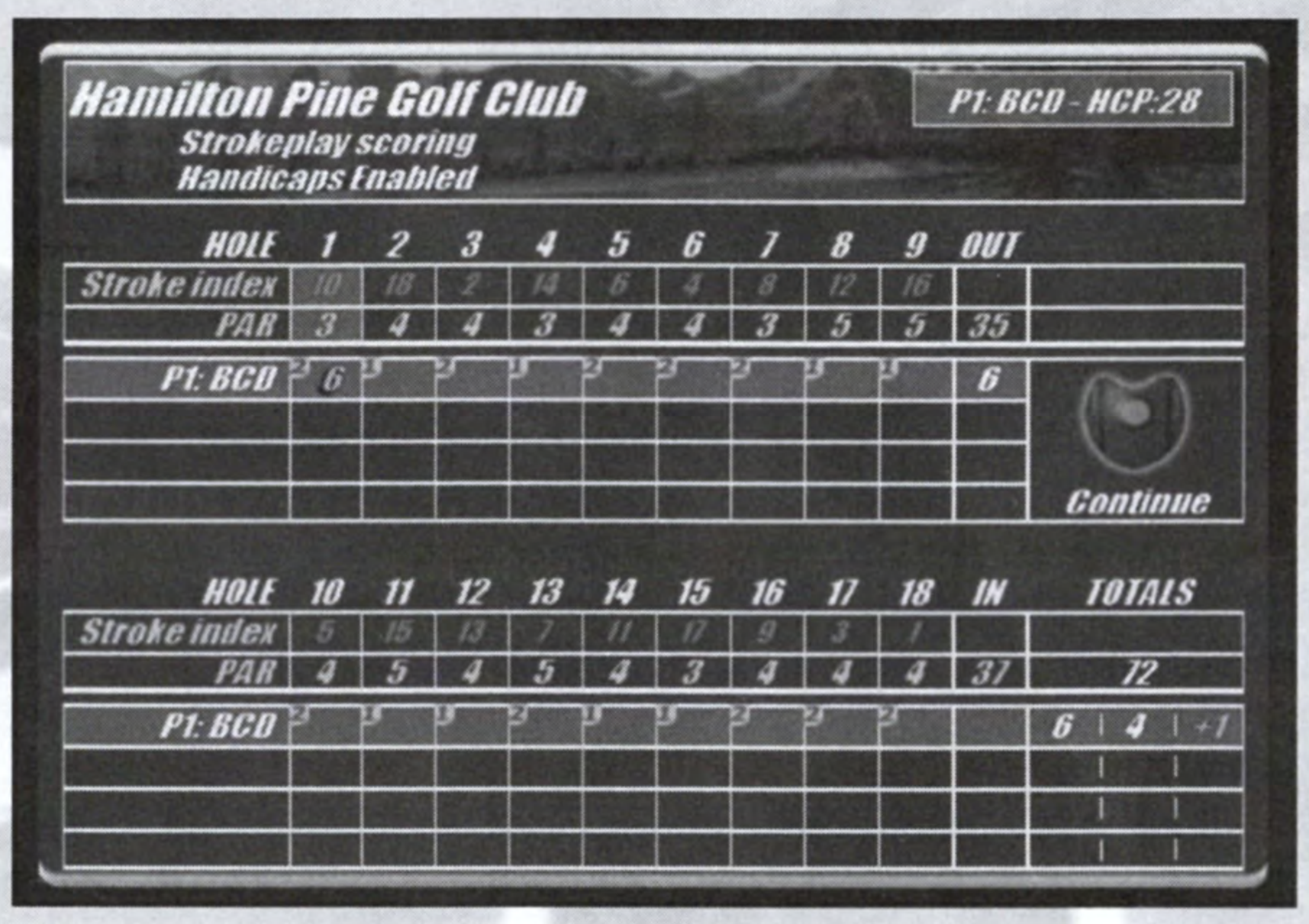
POWER INDICATOR

CONTACT ON BALL (SHOWING STRAIGHT SHOT)

SCORECARD

The scorecard used in round and tournament play indicates the number of shots each player has taken on each hole and the number of extra shots each player was given on each hole because of his or her handicap.

Players with higher handicaps are given more shots on more holes. When you are given extra shots on a hole it effectively increases the net par of that hole for you, i.e. if you are given 2 extra shots on a Par 4 hole then you will score net par if you complete the hole in 6 shots.



STROKE INDEX

Each hole is given a stroke index regarding its relative difficulty within each course. The stroke index allocates on which holes players are given their extra shots in relation to their handicap, it is a general rule that the more difficult holes with lower stroke indexes yield more extra shots, to more players, than those with higher stroke indexes.

In multiplayer rounds for both strokeplay and matchplay scores are based on net par so it is possible for a weaker player with a higher handicap to beat a stronger player on a lower handicap, even if the weaker player takes more shots, so long as the weaker player has a lower net score.

TOURNAMENT LEADERBOARD

The Tournament Leaderboard appears with the names of all entrants displayed, and the name of the player highlighted.

The columns display the players' present positions in the championship, their present scores, the hole they have just completed and finally their overall scores for all rounds played.

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SAFETY WARNINGS

- The Gametrak system uses retractable wires to track the motion of your swing. These wires are orange to ensure proper visibility
- Never extend the wires while not using the Gametrak
- Never wrap the Gametrak wires around your or any person's neck or other body part
- Never use the golf club or bat as a weapon or hit anyone or any object with either product
- Ensure at least six (6) feet of clearance between you and any person or object before swinging the golf club or bat provided with the system (more clearance is required if using a longer golf club or bat)
- Retain a firm grip on the golf club and bat at all times (serious damage or personal injury may result to your television screen or to persons or objects hit by the golf club or bat
- Do not use real golf clubs or baseball bats in the house or around other people
- Ensure that the use of the Gametrak wires does not pose a tripping hazard

WARRANTY

90 DAY LIMITED WARRANTY

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TO RECEIVE THIS WARRANTY SERVICE:

1. Notify the VALCON consumer service department of the problem requiring warranty service by using our support website at www.valcongames.com/support or via email at support@valcongames.com referencing Real World Golf warranty in the subject line.

2. If the VALCON service technician is unable to solve the problem by email, he/she will instruct you to return the entire GAME DISC to VALCON freight prepaid at your own risk of damage or delivery. We recommend sending your GAME DISC certified mail. Please include your sales slip or proof-of-purchase within the 90-day warranty period to the address given to you by the service technician.

This warranty shall not apply if the GAME DISC has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to the defective materials or workmanship.

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